

AMENDMENTS TO THE CLAIMS

Claim 1. (Cancelled)

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Claim 2. (Previously Presented) The improved system of Claim 12, wherein said system comprises two cameras, wherein one of said cameras records an action image of said puppet character from a master camera angle, relative to said virtual studio set, and the other of said cameras records an action image of said puppet character from a different camera angle, relative to said virtual studio set.

Claim 3. (Original) The improved system of Claim 2, wherein each of said composite images of each of said puppet action characters is integrated within the same image frame so as to provide complimentary action images of each of said puppet characters relative to one another.

Claim 4. (Previously Presented) The improved system of Claim 3, wherein said composite images are integrated by separate compositing modules, so that each composited image appears within an allocated portion of a given image frame, and each allocated portion of said image frame is adjusted relative to one another to create depth and/or perspective of one composited image relative to the other.

Claim 5. (Previously Presented) The improved system of Claim 4, wherein each allocated portion of said image frame is adjusted relative to one another to create interaction and/or complimentary action of one puppet character from one composited image with another puppet character from another composited image with a given image frame.

Claim 6. (Cancelled)

Claim 7. (Previously Presented) The improved method of Claim 13, wherein said recording Step B comprises recording an action image of said puppet character, on two different cameras, at the same time.

Claim 8. (Previously Presented) The improved method of Claim 13, wherein said recording Step B comprises recording an action image of a first puppet character, on one camera, from a master camera angle, relative to said virtual studio set, and recording another action of another puppet character image, on another camera, from a different camera angle, relative to said virtual studio set.

Claim 9. (Previously Presented) The improved method of Claim 13, wherein said compositing Step D comprises integrating each of said composite images of each of said puppet action characters within the same image frame so as to provide interactive action images of each of said puppet characters relative to one another.

Claim 10. (Previously Presented) The improved method of Claim 13, wherein said compositing Step D comprises integrating each of said composite images from a separate compositing module, so that each composited image appears within an allocated portion of a given image frame, and each allocated portion of said the image frame is adjusted relative to one another to adjust the depth and/or perspective of one composited image relative to the other.

Claim 11. (Original) The improved method of Claim 10, comprising allocating of a portion of said the image frame relative to one another portion of said image frame so as to create interaction and/or complimentary action of one puppet character from one composited image with another puppet character from another composited image with a given image frame.

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Claim 12. (Currently Amended) In a cinematographic system for creation of a film and/or video production, wherein puppet action figures are controlled by rods manipulated by puppeteers on a virtual production set, the improvement comprising:

a virtual production set, including a key-colored background screen, a stage, and at least one action puppet character manipulated by puppeteers on said virtual production set,

said action puppet character being positioned on a support structure, said support structure being arranged to provide a desired vertical location on said key-colored

background screen for said action puppet character and including the use of diffused lighting in said support structure to eliminate shadows on said virtual production set,

at least two (2) cameras, each of said cameras being positioned relative to an action puppet character to record, in real-time, at least two action images of said puppet character on said virtual production set, each of said images being taken at the same time from a different camera angle;

means for simultaneously compositing each of said real-time images from each of said cameras with a virtual image or a digitally created backplate; and

means for simultaneously compositing each of said composited images in a multiple composite image.

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Claim 13. (Currently Amended) In a method for the production of an action cinematographic composition wherein action figures, which are included in the production, are puppets controlled by rods which are manipulated by puppeteers on a virtual production set, the improvement comprising:

providing a virtual production set, including a key-colored background screen, a stage, and at least one action puppet character manipulated by puppeteers on said virtual production set;

providing at least two (2) cameras, each of said cameras being positioned relative to an action puppet character to record, in real-time, at least two images of said puppet character on said virtual production set, each of said images being taken at the same time from a different camera angle;

positioning said action puppet character on a support structure in front of said key-color background screen to provide a desired vertical location for said action puppet character on said key-color background screen;

providing diffused lighting in said support structure in order to eliminate shadows on said virtual production set;

simultaneously recording said action image or image sequence of said puppet character, with each of said cameras;

simultaneously compositing each recorded image with a virtual or a digitally created image; and

simultaneously compositing each of said composited images with one another in a multiple composite image.